

Analyst Notes

Called to BW. at 071430 Nov 80
7165

Project: 8035
Session: DC-3
051400 Nov 80
RV: #27.5
IV: #66

- +02 Impression multi-windowed bldg -
fairly large - some kind of shutters
4 floors
across street
- * Move above
Small black to side
General residences
+3 big lake to SW
edge of city
r small "r" shape silhouetted
- * +6 Focus solely on target of interest,
describe activity at present time
nothing thru streets bldgs. no acty
- * +8 Have him move inside building with
multi-windowed
- +9 impression shutters are drop screens
behind bldg isn't complete - like con-
struction.
Everything is bared, like stripped
no people
- * +10 OK, let's put him down on the ground
at the base of the building from which he can observe the

Building, and start our time march

+12

corner intersection

3 cylinder round things on roof
white squares down side
black " " front

* +14

8 Nov 1600 hours 1980

like wall turned to powder - people
wearing white - walking in
groups of two - moving quickly

Silver grid work inside

8 groups people, two people to group

stop, bend over, straight up

* +19

Is this activity inside or outside?

11 Nov 1600 hours 1980

Sandwork is all that's left
indiv. illumination of cubes
people in kldog now

some people talking/sleeping/reclining
in cubes.

* +26

OK, let's move on to the next time slot
14 Nov 1600 hours 1980

motion - difference in attitude.

no people
cubes are black

+27 Impression of A/C on left rear

+30 Have him Turn around 180°, face away from building, observe activity in that direction as we move back thru time.

large white road glass bubble on left, mtns in background
lot of crosses on ground

wing or something large kind's

11 November, 1600 hrs.

different in a way
road, diff. small one parallel
but oriented slightly different
glass bubble is to R, rear 80° to R.

8 Nov 1600 hrs.

+36 iridescent blue wall splattered w/ white
white moving.

present time

row of very lge bldgs but cant
blocks w/ openings edge of strip
curved roofs
green asphalt

far distance x or crosses on
ground - have shadows - more
three dimensional

+39 OK, That's it